

Claims

1. An apparatus comprising visual display means, processing means, storage means and memory means; wherein said memory means is configured to store program instructions for describing objects to be shared over a network by a plurality of network-connected terminals by means of ASCII instructions and for the compiling thereof within an instructions set executable by said network-connected terminals, wherein

each of said network-connected terminals is equipped with visual display means, processing means, storage means and memory means;

said memory means is configured to store said executable instructions set and said described objects; and

said processing means is configured by said executable instructions set to manage the duplication of said described objects.

2. Apparatus according to claim 1, wherein said program instructions comprise a programming application including a linker, a Data Definition Language compiler, a Higher Level Programming Language compiler, a Data Definition Language library and one or a plurality of Higher Level Programming Language libraries.

3. Apparatus according to claim 1, wherein said objects are described using a hierarchy of Data Definition Language classes and Higher Level Programming Language classes.

4. Apparatus according to claim 3, wherein said Higher Level Programming Language classes inherit from said Data Definition Language

classes.

5 5. Apparatus according to claims 1 to 4, wherein said Higher Level Programming Language classes and said Data Definition Language classes are declared by means of said ASCII instructions inputted in said programming application.

10 6. Apparatus according to claims 1 to 5, wherein said Data Definition Language classes include instructions for sharing said described objects by a plurality of network-connected terminals over a network.

15 7. Apparatus according to claim 1, wherein said network-connected terminals are known as platforms and described objects are simultaneously shared by a plurality of different platforms operating with different operating systems respectively.

20 8. Apparatus according to claim 1, wherein the first generation of said executable instructions set can be tested by said a plurality of network-connected terminals over said network.

 9. Apparatus according to claim 1, wherein said described objects are known as duplicated objects.

25 10. Apparatus according to claims 1 and 9, wherein said executable instructions set instantiates one or a plurality of said duplicated objects in the local memory means of said a network-connected terminal and publishes said one or a plurality of said duplicated objects to remote memory

means when executed by said network-connected terminal.

11. A method of describing objects to be shared by a plurality of network-connected terminals over a network within an instructions set executable by said network-connected terminals, wherein

each of said network-connected terminals is equipped with visual display means, processing means, storage means and memory means;

said memory means is configured to store said executable instructions set and said described objects; and

said processing means is configured by said executable instructions set to manage the duplication of said described objects.

12. Method according to claim 11, wherein said program instructions comprise a programming application including a linker, a Data Definition Language compiler, a Higher Level Programming Language compiler, a linker, a Data Definition Language library and one or a plurality of Higher Level Programming Language libraries.

13. Method according to claim 11, wherein said objects are described using a hierarchy of Data Definition Language classes and Higher Level Programming Language classes.

14. Method according to claim 13, wherein said Higher Level Programming Language classes inherit from said Data Definition Language classes.

15. Method according to claims 11 to 14, wherein said Higher Level Programming Language classes and said Data Definition Language classes are declared by means of said ASCII instructions inputted in said programming application.

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16. Method according to claims 11 to 15, wherein said Data Definition Language classes include instructions for sharing said described objects by a plurality of network-connected terminals over a network.

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17. Method according to claim 11, wherein said network-connected terminals are known as platforms and described objects are simultaneously shared by a plurality of different platforms operating with different operating systems respectively.

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18. Method according to claim 11, wherein the first generation of said executable instructions set can be tested by said a plurality of network-connected terminals over said network.

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19. Method according to claim 11, wherein said described objects are known as duplicated objects.

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20. Method according to claims 11 and 19, wherein said executable instructions set instantiates one or a plurality of said duplicated objects in the local memory means of said a network-connected terminal and publishes said one or a plurality of said duplicated objects to remote memory means when executed by said network-connected terminal.

21. A computer-readable medium having computer-readable instructions executable by a computer such that, when executing said instructions, a computer will perform the steps of

5 describing objects to be shared by a plurality of network-connected terminals over a network by means of ASCII instructions

compiling said ASCII instructions within an instructions set executable by said network-connected terminals, wherein

10 each of said network-connected terminals is equipped with visual display means, processing means, storage means and memory means;

said memory means is configured to store said executable instructions set and said described objects; and

said processing means is configured by said executable instructions set to manage the duplication of said described objects.

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22. A computer-readable memory system having computer-readable data stored therein, comprising

one or a plurality of object class definition files;

one or a plurality of object class description files;

20 one or a plurality of user-defined files;

program instructions including a linker;

a Data Definition Language compiler;

a Higher Level Programming Language compiler;

a Data Definition Language library; and

25 one or a plurality of Higher Level Programming Language libraries

23. A computer-readable memory system according to claim 22,
wherein said program instructions are configured to

describe objects to be shared by a plurality of network-connected
terminals over a network by means of ASCII instructions; and

5 compile said ASCII instructions within an instructions set executable
by said network-connected terminals.